KONAMI®
BATMAN™
RETURNS
INSTRUCTION MANUAL
NES-BX-USA

KONAMI INC. LIMITED WARRANTY

Konami Inc. warrants to the original purchaser of this Konami software product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at the Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Attention - Read Before Using Your NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Warning: Do not use with rear projection TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Konami will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Official Nintendo Seal of Quality

The official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®. All Nintendo products are licensed by sale for use only with other authorized products bearing the official Nintendo Seal of Quality.

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

Nintendo® Nintendo Entertainment System® and NES™ are trademarks of Nintendo of America Inc.

Welcome to the *Batman™ Returns* game for the Nintendo Entertainment System. Based on the blockbuster motion picture, this action-packed game from Konami will have you defending **Gotham City** from **The Penguin** and **Catwoman** as only **Batman** can! But before you do, we suggest you read this manual thoroughly to acquaint yourself with the game.

Contents

The Festivities Begin 4
Preparing To Play 6
How To Play 7
Controlling the *Dark Knight* 8
The Screen Of The Crime.....10
Put This In Your Utility Belt ...12
The Stage Is Set For Action! 14
Consumer Support 17
Caring For Your Game Pak 18
Compliance with FCC Regulations 19

THE FESTIVITIES BEGIN . . .

At one time **Gotham City** lay covered with a shroud of fear. Crime filled every nook and cranny of the city as gang bosses grew fat and powerful. The ultimate leader was **The Joker**. The green-haired madman with the killer smile took over as no Mafia don ever had. Nothing stood between him and total control over **Gotham City**—except **Batman**.

The arrival of the **Batman** sparked a renaissance in **Gotham City**. As the citizens reclaimed the city, the **Dark Knight** served as her ever-vigilante protector.

— — —

Now, the city is preparing to celebrate the Christmas holiday. The annual tree lighting ceremony is set to take place in **Gotham Plaza**, with the lovely **Ice Princess** prepared to flip the switch after the Mayor gives his traditional speech.

The Mayor wants to keep the tone positive. He knows **Gotham City** is in unrest lately. There have been a constant stream of reports filtering in from **Police Commissioner Gordon's** office of high crime in the inner city.

The sound of
citizgang bo
is a **The Jo**
gift-vook ove
Triam and
terra
quick in Goth
are y rk Kni
The
is ca
outsi
baunas holi
Wayke plac
refle ared to
into ech.

as Goth
at strea
· Gord

19 88

d if not installed and used
Instructions, may cause
e tested and found to
dance with the
lesigned to provide
al installation. However,
ticular installation, if this
adon, which can be
ancouraged to try to
sures:

receiver are on different

ood radio / television
ollowing booklet prepared
lentify and Resolve Radio-
S. Government Printing

LIMITED

LJN TOYS, LTD. war
medium on which
and workmanship
software program
LJN is not liable fo
program. LJN agre
option, free of cha
purchase, at its Fa
This warranty i
applicable and sha
abuse, unreasonab
OTHER WARRANTIES
BINDING ON OR OBL
PRODUCT, INCLUDIN
PURPOSE, ARE LIMI
WILL LJN BE LIABLE
FROM POSSESSION,
Some states do
or exclusions or lir
limitations and / or
specific rights, and

COMPLIANCE WITH FC

PREPARING TO PLAY

- Insert the game pak into the NES™ and press the **POWER** button.
- At the title screen, press the **START** button. This will take you to the Select screen.
- Press the control pad up or down to select *Start* or *Continue*. Press the **A** button to enter your selection. (Select *Start* to begin the game. Select *Continue* to go to the password entry screen.)

PASSWORD ENTRY SCREEN

When the game ends, a password is displayed. Write down the password to *Continue* play at a later time.

- Press up & down on the control pad to select letters. Press right on the control pad to move to the next letter.

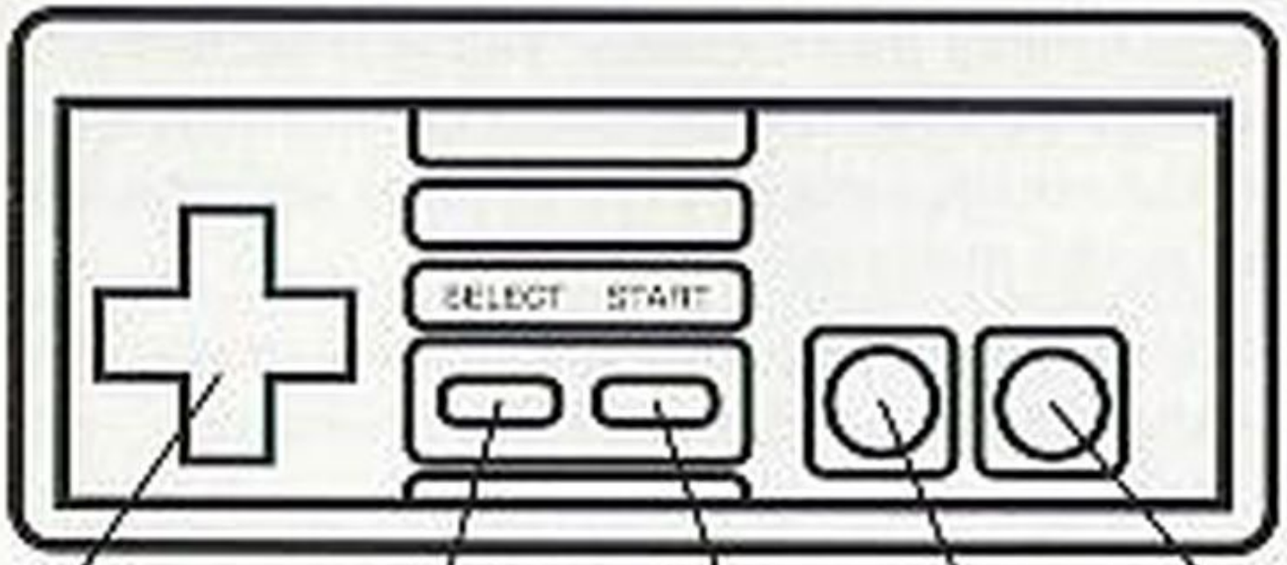
Enter the correct password and you can start playing from the beginning of the last section you were at when the game ended. You cannot return to the start of a Boss section.

HOW TO PLAY

Batman™ Returns is a one player game. There are a total of six stages, with each stage broken into sections. You will control **Batman**, the **Batmobile** and the **Batskiboat** to defeat the enemies of **Gotham City**. At the end of each stage, you must defeat a boss character to advance to the next stage.

- Each time **Batman** incurs damage, his life bar decreases. When all the sections of the life bar are gone, the game is over.
- During the game, you can discover hidden power-up items that boost **Batman's** life bar and give him other items, such as extra **Batarangs**.
- For every 10,000 points scored, the life bar is completely restored.
- The game has a unique experience value system:
  - Experience value rises by beating enemies and using CONTINUE
  - A higher experience value gives more life units when using CONTINUE, making it easier to advance through the game. Your point score and the ending of the game are adversely affected by a high experience total, though, so you should *work for lower experience totals*.

CONTROLLING THE DARK KNIGHT



Control Pad	Move left, right, up, down
Select button	Switch items. (Can't be done in some sections)
Start button	Pause during play
A button	Jump. (Shoot disks from **Batmobile**.) Press B during jump to do a jump kick.
B button	Punch. (Fires machine guns from **Batmobile**.)
Control pad down + A	Sliding kick (to attack enemy's feet)
Control pad down + B	Guard (to defend against enemy attack)
A + B	Spin attack. (**Batman's** deadly weapon. For each use, however, **Batman** loses one unit on the life bar. If there is only one measure left, **Batman** will not lose it.)

Item use (use SELECT to choose):

Control pad up + B	**Batarang**—damages enemy from a distance
Control pad up + B	Grappling hook. Break an item above to get an object; knock down an enemy overhead; climb.

THE SCREEN OF THE CRIME

Batman's life bar ..... Indicates **Batman's** strength and endurance. There are 32 sections to the life bar. When they are all gone, the game is over.

Enemy life bar ..... Measures an opponent's strength and endurance. When all the sections are gone, the enemy is defeated or escapes.

Life box counter ..... The extra-life boxes are hidden somewhere in the stage. If discovered, a white box mark appears. This indicates that when your life bar becomes empty, it will be restored to full capacity. A blue box mark means that it is empty.

Items ..... Items are chosen by pressing the SELECT button. Use of items (except test tube) is accomplished by pressing up on the control pad and the B button at the same time.

PUT THIS IN YOUR UTILITY BELT

Earn various power-up items and weapons to aid **Batman** in his fight against the evil doers infesting **Gotham City**. Items are hidden throughout the game. Use a punch or grappling hook to get them.

Life heart (small) ..... Returns 8 life bar sections

Life heart (large) ..... Returns 16 life bar sections

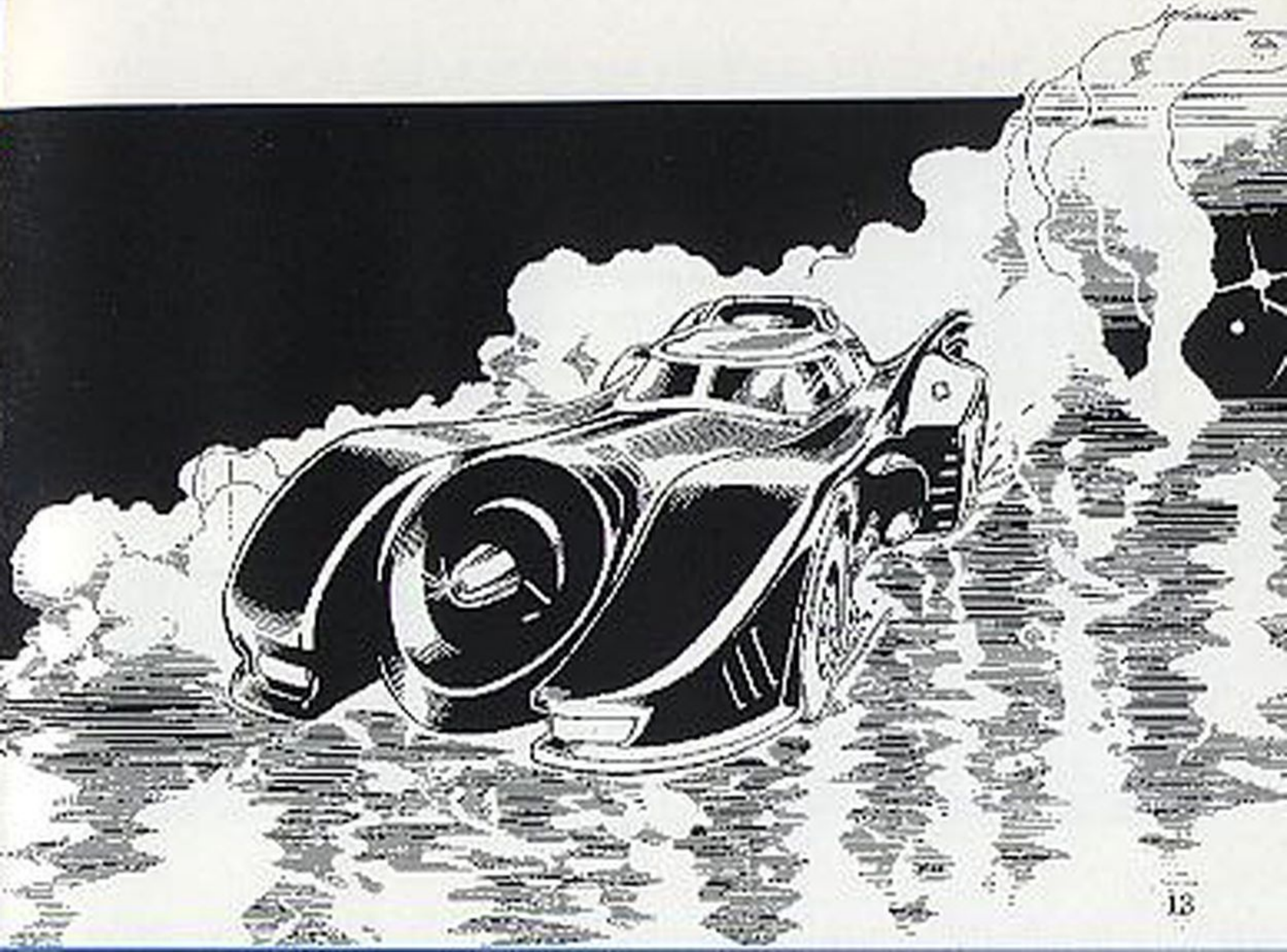
Life box ..... Adds an extra life

Batarang ..... Adds four **Batarangs** (maximum: 9)

Test tube ..... Used on **Catwoman**, it cuts her remaining life bar in half. Once you get this item, it is used automatically.

Batdisc ..... Adds three discs for use in the **Batmobile** (maximum: 9)

Coin ..... Adds points (Only during **Batskiboat** section)



THE STAGE IS SET FOR ACTION!

Stage 1: *Gotham Plaza*
Battle The **Red Triangle Circus Gang** in **Gotham Plaza** during the Christmas tree lighting ceremony.

Final boss: The Tattooed Strongman

Stage 2: *Shreek's* Department Store
The battle with the **Red Triangle Circus Gang** spills over into the streets of the city. And there's a new cat who wants to play.

Final Boss: **Catwoman**

Stage 3: Save The *Ice Princess*!
Batman is off to rescue the **Ice Princess**, whom **The Penguin** has kidnapped. It won't be easy, because **The Penguin** has left many traps!

Final boss: Swordsman & Tattooed Strongman

Stage 4: The Circus Train
Under orders from **The Penguin**, the Gang has kidnapped all the first-born sons of **Gotham City's** citizens, and they are trying to get away in their circus train. Can the **Batmobile** catch them?

Final boss: The Organ Grinder

Stage 5: The Penguin's Army
Chase after **The Penguin's Commandos** and face-off against **The Penguin's** Duck Vehicle!

Final boss: **The Penguin's** Duck Vehicle

Stage 6: Arctic World
The final battle takes place in **The Penguin's** hideout.

Final boss: **The Penguin**

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

Konami Game Hint and Tip Line:

1-900-896-HINT (4468)

- 70¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling

If you experience technical problems with your *Batman™ Returns* game pak, try our Warranty Services number: (708) 215-5111.

Treat Your Konami Game Pak Carefully

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.

— Relocate the NES with respect to the receiver.

— Move the NES away from the receiver.

— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

KONAMI®

900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

BATMAN and all related characters are the property of
DC Comics Inc. TM & © 1992. ALL RIGHTS RESERVED.
Konami ® is a registered trademark of Konami Co., Ltd.
©1992 KONAMI. ALL RIGHTS RESERVED.

PRINTED IN JAPAN